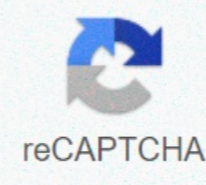




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Skyrim safe storage whiterun

» Sat Jun 02, 2012 21:32 I think I have found a safe place to store the stuff of an early game that does not involve joining a faction or killing someone. A worker's home at 10 Mixwater_Mill busy and everything there (nothing very valuable) can be taken without theft. Most importantly, there are 3 chests that were always empty when I visited. The location is just off the road between Whiterun and Windhelm. There are no crafting facilities. Barbequie Posts: 3410Joined: Jun 19, 2006 11:34 p.m. » Sat Jun 02, 2012 7:17 p.m. I can't confirm whether the containers are respawn or not, but I've lived there scot free for most of my characters. I found a place when I married the owner of the mill and then found out that the next house was better for storing things. As far as I know, I haven't lost anything in the containers (not just the chests). Mizz.Jayy Posts: 3483Joined: Sat Mar 03, 2007 5:56 pm » Sat Jun 02, 2012 21:35 can't confirm whether the containers have been revived or not, but I live there for free for most of my characters. I found a place when I married the owner of the mill and then found out that the next house was better for storing things. As far as I know, I haven't lost anything in the containers (not just the chests). sounds good. I think I'm going to try my next character. Neko Jenny Posts: 3409Joined: Thurs Jun 22, 2006 4:29 am » Sun Jun 03, 2012 1:48 am I guess I do not understand why you need a vacancy. Gold is like water in this game; you can get a house for 5k (Whiterun). So why don't you just buy a house, and use the storage room you never have to worry about? Haley Cooper Posts: 3490Joined: Wed Jun 14, 2006 11:30 am » Sat Jun 02, 2012 17:06 I guess I don't understand why you need a vacancy. Gold is like water in this game; you can get a house for 5k (Whiterun). So why don't you just buy a house, and use the storage room you never have to worry about? I don't think I do easy money-making stuff much. I had 2 followers dedicated to storing equipment for me before I could afford a house in Whiterun. Joe Alvarado Posts: 3467Joined: Sat November 24, 2007 23:13 pm » Ned 03, 2012 4:37am I guess I don't understand why you need a vacancy. Gold is like water in this game; you can get a house for 5k (Whiterun). So why don't you just buy a house, and use the storage room you never have to worry about? Gold is like water LATER - at first it's pain. So in the early stages it's mostly a distraction dealing with all your alchemy and smithing stuff. It is not worth selling back and gaining again because the loss of value is too high. In it it can affect RP; my current character is so even if there is no way that he would do tasks for people unless it involves killing, so he will never get thane houses. So he needs to easily find a place to store, and the home will be better (please give us -ing CK Bethesda. .) Addi Meeh Posts: 3326Joined: Sat Jan 06, 2007 8:09 am » 02, 2012 4:42 p.m. It's good to have room to stop. Even if you have a house or three. Thank you! I suppose it will be good for those who have high abilities as well. Avoiding unwanted attention? It's a useful subject. Thank you for your information! Eve Booker Posts: 3300Joined: Thurs Jul 20, 2006 7:53 pm » Sat Jun 02, 2012 12:47 pm Fort Greymoor, chest outside behind the stables never let me down for the entire 59 levels. Currently using your chest on Lunar Forge with a new character, has been fine so far, but I can't offer any guarantees it's 100% safe. BethanyRhain Posts: 3434Joined: Wed Oct 11, 2006 9:50 am » Sat Jun 02, 2012 23:53 h What about LUD's cabin? Jack Bryan Posts: 3449Joined: Wed May 16, 2007 2:31am » Sat Jun 02, 2012 8:48pm I discovered that Drelas' Cottage (northwest of Whiterun) has three secure storage containers. The two end tables and the dresser upstairs weren't respawned after 40 game days. Chest at the base of the bed, however, respawn, as well as the rest of the containers /bags, as well as made items placed outdoors throughout the house. Drelas' Cottage has an alchemy lab and an enchanting table! It's the best location for anyone who doesn't want to buy houses in cities. I'll use that on the next playthrough, for sure. Stephanie I Posts: 3357Joined: Thurs April 05, 2007 3:28 pm Return to V - Skyrim For Other Uses, see Containers. Containers are items that can store other objects. Containers are found all over Skyrim and come in different shapes and sizes. The storage capacity of the tank does not depend on its size or shape and can store almost an unlimited number of items. However, the objects initially found inside most containers are determined by the type of container. Most in-game containers are subject to reset, i.e. clear all content after a certain period of time and reset to their initial state. However, most tanks reset after about a week of play, however, testing the contents of the tank causes the countdown to start again. The tank can be made to never reset simply by opening once every 5-6 days or so. All objects left in the reset container are lost forever. Keep in place: Containers marked with * can only have items placed on them or in them with Physics Carry. Apothecary Satchel[edit | source] These are small leather bags that can be found near the alchemy lab or on the shelves. They usually contain alchemy ingredients. Barrel[edit | edit source] Barrels can be found almost anywhere. They usually contain 1-5 food items or alchemy ingredients. A variant of a standard barrel are those containing alcoholic beverages, such as Black-Briar Mead. Fish barrels, another unique variant, can be found in rften fisheries. Some barrels are called Thief Caches, used by thieves guild to hide weapons, lockpicks other things their fellow thieves would need. Mead Barrels can be found at Cragslane Cavern and solstheim in dragonborn add-on. They have the same texture as a normal barrel and can communicate in the same way. The only difference is they have a bottle of Nord maad in them. Bird nests[edit | source] Bird's nests can be found in many different locations throughout Skyrim. They are usually located between large rocks and trees and are usually not seen outdoors. Some can be found in cities behind the corners of buildings or on the edge of the city wall. Whiterun is one of the examples of a city containing a nest. Occasionally nests can be found indoors – for example, there are two inside Dustman's Cairn, and one can be found on top of your household in the expansion of Hearth. Bird's nests may contain: Chicken Egg Pine Thrush Egg Hawk's Egg HF Chest[edit | edit source] Usually the largest storage tanks found and usually contain items of higher value than other containers. Chests can vary in appearance depending on their location. Since chests are the best vessels available, chest expression is often used for any container located in a dungeon. Chests can be locked or trapped, but never both. The only exceptions are a locked and trapped chest inside Pinewatch, in an Unusual Jewel room. Amiboo chest All chests have a generally rectangular shape of the box. The exception to this is Falmer chests made of chaurus chitin and have a special appearance, but they are still recognizable as a chest. Chests can be made in the house with Hearthfire DLC. Each requires 1 sawmill log, 1 nails, 1 iron accessory, 2 Hinge, and 1 lock. And The Legend of Zelda style Chest only appears using Amiboo on the release of the Nintendo Switch. Coffin[editing source] They are usually found in the Hall of the Dead or tombs; often contain clothing, armour, gold, jewellery and other various items. Skulls are also common. Cabinet[edit | edit] They are found in almost all houses. They usually contain garments, charcoal, rolls of paper, tankards and, in some cases, gold. Draug[edit | edit source] Some dead bodies (mostly encountering crypts and catacombs), act only as containers. Different amounts of gold can be found on them when searching. However, if you see a draug at rest carrying a weapon, expect a fight with him. The list of such containers is: Display Case[edit | edit source] It is not a full container in itself, but it can hold a weapon. Objects are contained in them (see below), and glass can be closed. They are usually found in some properties that can be purchased or in Jarl's residence. Objects placed inside display cabinets by a player can sometimes spawn outside of them if the area is reloaded afterwards. This is similar to the way a player places items on tables, seats or in bowls find themselves on the floor as if jumping out of their containers after re-entering the house. If they use a PSVR, players can reach inside the device without unlocking, allowing them to take the item without opening the device. Stained glass windows on low tables can be made in a house with Hearthfire DLC. It requires 2 sawmills, 4 nails, 1 Hinge and 1 glass. To place an item in a display case: Open the stained glass window. Throw away the object. View the item and hold down the select/activate button. The object will now float in front of your camera. (You can release the activation button) Move the item to the vitruu where you want to store it. Position to your liking. Click the activation button again. Close the vitruu. Drawers[editing Source] Typically contains a variety of clothing and armor, as well as septims and general clutter (such as charcoal). Dresser[edit | editing source] Are found in almost all houses. They usually contain garments. Egg Sac[edit | edit source] Egg Sacs are usually found in caves, tombs and ruins, occasionally accompanied by one or many Frostbite Spiders. Their eggs usually contain a random number of Spider eggs. End of table *edit | edit source] They are located in almost all houses. They usually contain garments, or sometimes food or gold. Knaapsack[edit | edit source] These containers are quite rare, but they can be found in almost any environment. They usually contain a range of items such as books, ingredients, jewellery, potions and gold. Pot[edit | edit source] They are located in some houses and shops, and occasionally in bandit camps. They usually contain the ingredients of alchemy, but they are often empty. Sack[edit | edit source] They are found almost everywhere. They usually contain 1-5 food items or ingredients. Safe[edit | edit source] Quite rare, but can usually be found in an upper class enclosure, such as Proudspire Manor. It is also available during a dark fraternity in search of the assassination of the Emperor. Safes can be created in the house with add-ons for the hearth. Satchel[edit | edit source] Small leather bags identical to the Apothecary Satchels, with the difference that they contain ,lockpicks and/or keys, instead of alchemy ingredients. Strongbox[edit | edit source] Strongboxes are used primarily for Thieves Guild missions. In addition to various accessories can serve as: Wardrobe[edit | edit source] They are located in almost all houses and will usually contain garments. Such garments will apply either to fine clothes in fine wardrobes or to ordinary clothes in rough wardrobes. Urn or Grave Urn[editing Source] These containers of different sizes can be found in tombs, ruins and other places where the dead live. They usually contain a small amount of gold and occasionally jewelry or beverages. Safe Container List[edit] The Ark in Markarth, which is also used as a burial urn in Skyrim. The (song) the containers will never be reset, so they are permanently safe to store items. Merchant chests[edit | edit source] Main article: Merchant Chests All retailers in Skyrim have a matching chest containing their materials. This chest is a physical object similar to an ordinary chest, however it is usually hidden (often under the floor) and inaccessible in the game world. This is to prevent players from abusing a barter game mechanic. Items inside the chest can only be inspected or obtained through the barter menu, and the chest will refresh its items every two days. Available trading chests[editing source] At Dawnstar, north of iron-breaker mine there is an affordable trading chest under a small cliff overhanger. This chest belongs to Ahkara. Like all trading chests, this chest should not be available, but its position is wired. Items in this chest can be freely taken without the player being charged with a criminal offence. Similar to Ahkara's chest, the Ma'dran trading chest is available for search. It is located outside Markarth behind the first stone wall on the right when it travels on foot towards the Kolskeggr mine. Items inside can be taken freely without consequences as well. In Whiterun, below Skyforge, Eorlund Gray-Mane's trading chest is available. In the Blue Palace, the chest of a court mage is accessible using items such as plates, bowls or trays to pass through a wall in the basement hallway. However, almost all items taken from this chest will be marked as stolen, so they can only be sold to Fences. The only way to get this out of the way is to end the search for the man who yelled wolf to clear the stolen tag. Similar to the Blue Palace, there is also one available item in Ragged Flagon (as above). Also, using the above items, moth gro-Bagolova chest in Understone Keep are available. Taking items from this chest can sometimes cause guards to arrest a player unless it is done while in stealth mode with a high Sneak. All chests in Countenance Hall and Achievement Hall can be looted using a plate, tray or bowl. Chests in Countenance Hall can get lost passing through the wall between the dining room and the main space on the first floor. Furthermore, chests in the Hall of Achievement can be swum under the staircase or from the far wall of Tolfdir's room. However, all items will have a stolen tag. Nevertheless, it is an easy way to learn the available spells, because spells are destroyed after reading. Do not delete[edit | edit source] The Ark Do Not Delete is a scripted placeholder that developers have left in the game to represent the total value that gold value traders can hold. It's a box that essentially allows the NPC to be a trader. It contains nothing, the only reason it exists is to allow traders to sell their items. Not is a chest, not a line of code within the game program. They can only be deleted on your PC. If deleted, most retailers will stop functioning completely, although sometimes it can break their store menu, which means it can open but doesn't work. Do not wipe chests can be stacked in the air in a way similar to brushes of older scrolls IV: Oblivion. Oblivion.

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